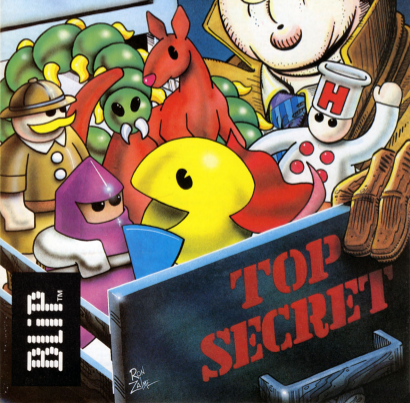


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GIVE US A HAND!

Most kids like rock music as much as they like DEFENDER and PENG0. Data Age has even put out a game, ESCAPE, that ties in with Journey, the popular rock band.

Steve Wozniak thinks the connection between computers and rock music can be taken even further. And he should know. Besides being a big fan of both rock and country music, Steve is also one of the inventors of the Apple Computer.

Last year, Steve put together one of the biggest rock music festivals in history. It was called the US Festival, and it took place in California. But the US Festival was more than just music. Along with the sounds and sights of top stars, fans were treated to the latest in electronic technology and wizardry.

There were new computers and games. Bands like the Talking Heads and the Police performed. And thousands of people spent three days enjoying the fun. The festival was a huge success.

It was such a big success, in fact, that Wozniak is doing it again. And he's planning two US Festivals for 1983. One will be a repeat of the first, with rock music, and the second will be a country music US Festival.

The stars of the rock festival haven't been announced yet. But the country festival will feature some of the biggest names out of Nashville. Waylon Jennings is going to be there. So will Willie Nelson. And from other parts of the South, groups like Alabama and the Thrasher Brothers will appear.

Both festivals will also feature the latest in computer and information technology. What's next? Wozniak hopes that if this year's set of California festivals are a success, other parts of the country might have their own music-and-electronics fairs. We may not be able to get out to California for this year's US Fest, but we hope Wozniak's idea works. That way, they can count US in on the fun.

FEDERAL FUN FANS

Did you know that President Reagan is a video games fan? We don't know if he actually plays them, but he recently had some good things to say about the games.

Reagan made his speech at the opening of Walt Disney's new Epcot Center in Florida. The Epcot Center is a new kind of amusement park, because it teaches people about the future. Reagan said he thought the Epcot Center was a great idea, especially the section that includes game-like simulators. "Watch a twelve-year old take evasive action and score multiple hits," the President said, "and you will appreciate the skills of tomorrow's pilots."

Only a few blocks from the White House, some of the nation's top artists were agreeing that video games are terrific. But not because they help kids master certain skills. The folks at the Corcoran Gallery of Art put video games like DONKEY KONG and ASTEROIDS on display to show that they can be beautiful additions to home design.

So games are useful and beautiful. We knew it all the time.

COMPUTERS ON LOAN

The public library has always been a great way for kids to keep informed without having to spend a lot of money. That's because the library lends out books to anyone who asks. But nowadays, books aren't the only way to learn. Many libraries are worried that with the increasing importance of computers, they might fall behind. And if the library falls behind, that means that everyone who uses the library also suffers.

So, many libraries are getting computers for card-holders to use. In New Jersey, for example, some libraries have begun reserving time slots for interested users. The system isn't perfect, though. Many libraries can't afford to buy computers, and are looking for people and companies to donate

them. If your library doesn't have a computer, maybe you should find out about getting one. A letter-writing drive, or some kind of sponsorship program from your town's chamber of commerce, could be just the thing to get you programming. And remember: make sure that any games you might create can be played in silence.

TOPS IN SWAPS

Interested in sharing your own computer programs with other programmers? How about just finding out what other programmers are interested in? And maybe making some money while you do all this?

Such things are now possible, thanks to a club sponsored by Atari called the "Atari Program Exchange" (APX). By joining APX, programmers can buy all kinds of different computer programs, at rates far below what professionally-written software costs.

The only limit to what is available is what programmers submit. This means that just about anything that might interest an individual programmer is probably available. APX currently offers business programs, computer learning programs, word processing aids, and—yes, of course—games.

Atari also awards prizes to programmers who submit the best work. Last spring, five computer enthusiasts developed a new series of learning games for kids. They were awarded prizes of up to \$25,000 by Atari.

The only drawback of the APX program is that it is limited to Atari computer owners. But the word from other computer manufacturers is that they will be setting up their own program exchanges in the near future as well.

HOW SMART IS YOUR HOUSE?

People can be smart. Sometimes, even your dog seems smart. But can a building be smart?

It all depends on what you mean by "smart." Can a dog that's been trained to play dead, fetch the paper, or shake hands be considered intelligent? Then a building that can watch out for burglars, tidy itself up and keep itself at a constant temperature might also



be called intelligent.

That's what scientists are working on now. There are a whole bunch of tasks that are too simple, or too dangerous, or just too expensive, to be performed by people. One day soon, computers will do many of the things in your house that you might consider chores.

For now, most of these computer programs are being placed in office buildings. These buildings are called "smart buildings" because computers control almost everything that goes on inside them.

In Texas, for example, a smart building is being built that opens and closes garage doors, automatically cools itself when it gets too warm, and keeps the air inside free of dust. Another building, in Hartford, Connecticut, is also computer controlled. The elevators, closed-circuit security system and fire-sprinkler system are all on automatic pilot.

For the home, computer software manufacturers are now working on programs that will make the house you live in safer and smarter. One program "looks" around your doors and windows for burglars. If an intruder appears, the computer will call the police automatically.

Another program turns on the radio or record player, and finds the songs or stations you like at a pre-planned time during the day. If you want to get back from school and hear The B-52's "Rock Lobster," the computer will make sure that that song is playing by the time you reach the front door.

The computers in smart houses will do a lot of things. But there's one thing they won't do. Nobody has invented a computer that will fetch Dad's slippers. Yet.

ONCE AGAIN, THE HULK HAS RETURNED TO NEW YORK. AND ONCE AGAIN, THE STREETS BEHINDWIND IS ON A MAD RAMPAGE--AND THE CITY CAN DO NOTHING BUT WATCH.

WHO WILL STOP THE HULK??



SCRIPT:
DAN KOEPEL
ART:
AL MILLER
LETTERING:
RICK PARKER
COLORING:
PAUL BOSTON

THE HULK IS DESTROYING THE CITY! HOW ON EARTH CAN WE GET HIM TO LEAVE? HOW ON EARTH AM I GOING TO PAY FOR THE DAMAGES?

WE CAN'T EVEN CALL IN THE ARMY! THEY MIGHT CAUSE MORE DAMAGE THAN THE HULK!



YES, VIEWERS, THE CITY IS INDEED IN QUITE A BIND. BUT THE HULK MUST BE STOPPED. AND I HAVE BEEN INFORMED THAT THE MAYOR HAS FORMULATED SOME KIND OF A PLAN.



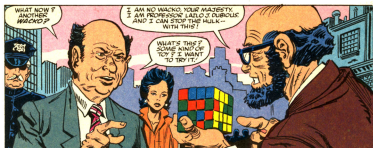
EXCUSE ME, MR. MAYOR, I UNDERSTAND THAT YOU HAVE A PLAN TO STOP THE HULK.

THAT'S RIGHT. WHAT WE'RE DOING IS SENDING OUT AN APPEAL TO THE VIEWERS. DO ANY OF YOU KNOW WHAT WE SHOULD DO? DOES ANYONE OUT THERE HAVE IDEAS? JUST COME DOWN. WE NEED HELP!

THAT'S SOME PLAN, MR. MAYOR, SIR.













When you see a new arcade game for the first time, with all those unusual creatures bobbing about, you can't help but feel overmatched. You're going to be wiped out, you figure, almost before your quarter leaves your hands.

In such cases, the best advice is to watch a superior player wrestle with the game for a few screens. Try to pick up as much know-how as you can.

You can also count on BLIP to give you advice. Here, we present quick tips for ten of the top arcade games.

POLE POSITION: As you steer the course, keep your eyes fixed near the top of the screen, at the point where the roadway first becomes visible. Beginners often watch their cars instead. By keeping your eyes near the top of the playfield, you're able to spot upcoming turns and hazards a fraction of a second earlier, which enables you to react sooner.

FRONT LINE: You're a combat infantryman seeking to pick your way through a battlefield covered with mines. Your obstacles are enemy soldiers who are protected by heavy tanks. You're armed with a pistol and an endless supply of hand grenades. Keep in mind that you don't have to score a direct hit in order to eliminate an enemy soldier or tank. A near hit will do the job. You can also use enemy mines to your advantage. Lob a grenade at one and explode it, and you'll do away with all the enemy troops near it.



JUNGLE HUNT: As the hero of this saga, you must cross a crocodile-filled river, climb hills as big boulders cascade toward you, and swing through the jungle on stout vines. Timing is the key as you swing from one vine to the next. When you leap, aim for the lower part of the vine. This will make your next jump much easier. (JUNGLE HUNT is known in some places as PIRATE PETE.)



MILLIPEDE: In this successor to the very popular CENTIPEDE, you're challenged by enemies old and new. Small red beetles are among the new baddies. They can enter the playfield from either the left or the right side. They're easy to outsmart. If a beetle is moving, say, from right to left, simply keep to the right. He won't bother you. But a better strategy is to zap the beetles one by one as they appear. Any beetle not eliminated creates flowers by touching mushrooms, and the flowers can't be destroyed. They'll eventually create a barrier that will lead to your doom.



SUBROC 3-D: You scan the playfield of this futuristic war game through a 3-D viewing system. There's also stereo sound. Don't let these features distract you, however. The key to success is firing as rapidly as you can at the barrage of enemy warships and airships that assault you. You can get a rapid-fire effect by constantly taping the fire button. Be careful to fully release the button

after each tap, though. If you don't, your gun will misfire.



KANGAROO: You're the mother of a baby kangaroo, and you must rescue your offspring from a gang of evil monkeys. Considering the title of this game, you'd expect a lot of jumping. And there is jumping galore. The joystick enables you to execute everything from modest hops to super leaps. You must use the joystick to avoid apples that the monkeys throw at you. Leap apples that come in at waist level or below. Duck apples that threaten to hit above the belt.



SUPER PAC-MAN: This revamped version of PAC-

MAN has a neat twist. When Pac-Man devours an energy dot, he grows to super-size. Our hero then looks more like a manhole cover than a chocolate chip cookie. And, naturally, Super Pac-Man has super powers. He can gobble up locked doors, and ghosts are no longer a peril. To keep Pac-Man in an agitated state for as long as possible, hold down the speed button and keep eating the small gold dots that line the maze pathways.

DIG DUG: Mr. Dig Dug, the central character of this game, gets rid of his opponents—fire-breathing dragons—by blowing them up with an air pump until they explode, or by flattening them with big rocks. You can make this flattening



method more effective if you remember to dig a tunnel directly below a boulder before you make it drop. The dragons will try to escape by fleeing into the tunnel. You've then got them trapped. Let the boulder fly!

BURGER TIME: Peter Pepper, the merry chef, is the star of this game. To ward off his enemies (Mr. Egg, Mr. Hot

Dog, and Mr. Pickle), he shakes pepper at them. Just one well-directed shake puts a pursuer out of action. Bear in mind that



you can only throw pepper in the direction that Peter happens to be facing. And the pepper never travels very far, so get as close as you can to the target before smacking the shake button. *Ah-choo!*

JOUST: In this highly imaginative game you play the role of a gladiator who goes forth to do battle, not on a fine horse, but mounted on a flying ostrich. The controls include a "flap" button that provides thrust and keeps you aloft. The trick is to move up and down as you stalk the enemy. Moving from left to right, or from right to left, can lead to disaster. Tapping the flap button furiously, soar to the top of the screen, keeping close to the right-hand edge. There's a ledge there; take refuge beneath it. Wait for an enemy to exit on the left side of the screen. Because of the game's "wraparound" feature, the enemy will reappear on the right side, just beneath where you're hovering. That's when you pounce.

—George Sullivan

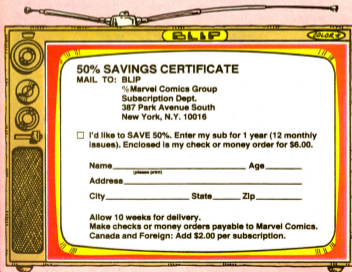
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...Rocky and Bullwinkle...



...Masters of the Universe

If you're reading this magazine, you're probably a big fan of video games. And if you're a big fan of video games, you've probably noticed one thing. There are a lot of them out there. Some people liken the rush of new products to a flood. Everything is coming in wave after wave after wave.

It's a good thing you have BLIP to tell you what to expect. Most department and specialty stores that sell video games can't keep a complete stock on hand. There are just too many new products, and the stores don't have the space to keep all that stuff in.

So we've put together a list of what's new, so that you won't have to go to every store in town to get the most out of your home game system. If you can't find what you want in your favorite store, ask. Most retailers will be happy to order what you want.

A

TARI



Mattel and Coleco are hot on Atari's heels in the quest for leadership of the home video game market. So Atari is pulling out all the stops. Over the next three months, look for four new arcade adaptations from the industry leader.

The first new Atari game is actually an old favorite. GALAXIAN was one of the original arcade hits. It also went over pretty big on the Atari 5200 advanced game unit. Now, Atari is releasing a version of GALAXIAN for 2600 owners. That game should be out by the time you get hold of this magazine, so look for it in the stores.

Right after GALAXIAN hits the shelves, swinging Atari fans should look for JUNGLE HUNT. This is the Taito arcade game that features an adventurer who has a real vine time trying to save his girl friend. By August, the VCS version should be out, soon to be followed by a 5200 cartridge.

Next is a game that should have KANGAROO fans hopping for joy. The 5200 version of this arcade favorite will have four different screens. The 2600 game will have only two. Both of these games should also be available by the end of August.

If KANGAROO leaves you feeling a little punchy, maybe you should go for a country drive. Atari will be coming out with two different versions of its hot driving game, POLE POSITION. The 2600 game should compete well with Activision cartridges that have pretty much been the best road games available for the original Atari unit. The 5200 version of POLE POSITION will compete directly with ColecoVision's TURBO.

In addition to the arcade adaptations, Atari will also release thirteen original games. Five of these will be part of the new "Kid's Library," which we told you about in an earlier issue of BLIP. Atari teamed up with the Children's Computer Workshop and Walt Disney on these, so look for games that will be both educational and fun.

All of the kid's series games are aimed at younger children, ages three to seven. This means that your little brother or sister won't just have to watch you play DEFENDER anymore. They'll be able to join in the fun with games like BIG BIRD'S EGG CATCH, OSCAR'S TRASH RACE and COOKIE MONSTER MUNCH. These games will teach the alphabet, counting and spelling.

Atari and Mickey Mouse will also come together in the Kid's Library. A game called the SORCERER'S APPRENTICE should be out by the middle of August.

Atari is also continuing its RealSports series. We've already told you about RealSports TENNIS and SOCCER. Also

due out are various 5200 versions of the RealSports games, along with a new, improved version of FOOTBALL.



This summer, Atari won't be the only company busily releasing new products. Coleco will keep trying to nibble away at its competitor's lead by coming out with games and accessories that try even harder to capture the arcade feel.

Precise action is the name of the game with Coleco's Roller Controller set. It seems ironic that Atari's competitor is coming out with the TrakBall attachment first. Although Wico has been marketing a responsive roller controller for a while now, it's really the Atari games that would benefit most from an Atari TrakBall. Packaged with the Coleco device will be a new game called SLITHER, which will remind you a lot of CENTIPEDE.

Coleco is also out to control the controller market by releasing a new, improved joystick for ColecoVision. The Super Action Controller set consists of four precise-touch fingertip triggers. By pressing the triggers individually or in combinations, players can control specific areas of game play. The Super Action Controller also features an advanced keypad, a super-responsive joystick, and a speed roller that allows the player to move faster.

Like all Coleco expansion units, the Super Action Controller will come with a new Coleco game. The game will be SUPER ACTION BASEBALL. In the previews that we've seen, the game looks fantastic. It will have multi-screen graphics, realistic "camera angles," and a wide variety of strategy options.

Coleco is getting into the realistic sports market quickly. Besides SUPER

ACTION BASEBALL, fans will also get to try their skill at **FOOTBALL** and **BOXING** by the middle of the summer. The football game will feature realistic sound effects and more players under your control than other games offer.

Coleco's **BOXING** is more than just a video game. It is one of those movie adaptations that we've told you about in the past. Guess which popular film this Coleco cartridge comes from? Here's a hint: one of the boxers pictured in the game has a Mohawk haircut.

Coleco is devoting a lot of attention to sports games that rival Intellivision and Atari RealSports. But Coleco isn't forgetting that its big strength is in bringing arcade games into your living room. Fans of **BUCK ROGERS**, **MR. DO** and **TIME PILOT** will be happy to know that Coleco is bringing these favorites home for dinner.



During the next few weeks, look for the release of seven new cartridges for Intellivision and two new cartridges for the Intellivision computer keyboard.

Mattel was the first home video game to have a voice. We haven't been very happy with Mattel's use of its voice synthesizer unit. But now there's a game for Intellivision that does more than just yap away at you.

SPACE SHUTTLE is one of those interstellar strategy games that make you think as well as act. In this one, you've got to repair satellites, maneuver through asteroid fields and refuel your ship. Three different voices will help you get through your mission. The game also has seven different screen views. You can watch your instrument panel, launch pad, radar screen, deep space, and

more.

Mattel is also getting into arcade adaptations. Both **BURGER TIME** and **LOCOMOTION** should be out by the time you read this. Mattel has really had to scramble since ColecoVision grabbed a large part of the arcade-game market. These two adaptations should measure how well Mattel has done at competing with the newer company.

One place where Mattel's leadership still remains pretty strong is in sports games. But even here, Coleco and Atari are gaining ground. Coleco's new baseball game will feature a series of multi-screen views. Mattel is also releasing a new baseball cartridge, **MAJOR LEAGUE ALL STAR BASEBALL**. It will include views of the action that look a lot like TV sportscast pictures. Improvements over the original **MAJOR LEAGUE BASEBALL** include fly balls, more pitches, and better sound effects. Sorry—you'll still have to bring your own hot dogs.

Mattel will also be coming out with a whole slew of original adventure games.

In **MISSION X**, you're on a secret bombing mission. You fly over enemy territory, wiping out battleships, tanks, artillery guns, and bridges. Action takes place both at day and during the night.

Then there's the second **DUNGEONS AND DRAGONS** cartridge, called the **TREASURES OF TARMIN**. This will be a continuation of the search-and-strategy game that we told you about in an earlier issue.

For old-time game fans, Mattel will be coming out with a video version of **PINBALL**. "Tilt" controls will not be available, however.

For aspiring rock stars, Mattel will be coming out with a new variation of **ASTROSMASH** that uses the piano keyboard accessory available with Intellivision II. In **ASTROMUSIC**, you have to shoot down notes to play well-known songs.

Another game for musicians is called **MELODY MAKER**. This one is more serious than **ASTROMUSIC**. It allows you to compose your own music.

Behind the fantasy of Nintendo's electronic games is an element of reality.

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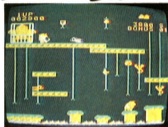
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BLIP TIPS I

In the original **DONKEY KONG**, brave Mario tries desperately to rescue his girl friend from the clutches of an evil ape. There's no question about who's the good guy and who's the villain.

Now there's a sequel, and you might expect it to take the original idea and make it more challenging. That's what video game sequels usually do.

DONKEY KONG JR.



But **DONKEY KONG JR.** isn't a typical sequel. Nintendo has switched the good guy and bad guy roles. The action concept is similar to that of the original game. But in **DONKEY KONG JR.**, the story line has been reversed.

In the new game, Mario has already rescued his girl friend and put the offending ape in a cage. The little gorilla has to save his daddy from the nasty carpenter.

The home version of this game is terrific. Once again, Coleco has captured all the fun and challenge of the pay-to-play version.

HOW THE GAME IS PLAYED

As the story goes, Junior must rescue Papa by braving three different screens in the jungle and at Mario's hideout. Instead of barrels and fireballs, Junior must contend with Snapjaws (which some people call Piranhas), Nitpickers and Stooky Birds. You probably won't find any of these beasts listed in your social studies book. But they're deadly to Donkey Kong Jr., and they are mean, in anybody's book.

Luckily, Junior has a bunch of weapons he can use. In the original game, Mario the carpenter had hammers to fight with. You won't find many hammers in the jungle. But there are fruit trees.

Junior has to pluck the fruits, which hang from the vines and from chains that he has to climb. Like any young monkey, the little ape loves to climb. It's a good thing, too. Because by climbing, Junior grabs the keys that will unlock the cage Mario is holding papa in.



On the two jungle screens, Junior needs only one key to free his daddy. On the chains screen, he has to climb up each chain, push six keys into their locks, and finally free the big fellow. All this happens while the various jungle bad-guys come racing downward. Collisions with any of them mean instant death for Junior.

CONTROLS

You use the ColecoVision controller in three different ways. The keypad is used to select the game variation. You can choose one or two players at varying speed levels.

The joystick controls Junior's movements. Push forward, and he'll climb. Move right or left, and Junior will grab the side vines, which will make him move faster toward his destination. If you pull the joystick toward you, Junior will go sliding down the vine. He can also swing from side to side when he's at the bottom of the vines. When he's standing, moving the joystick will make Junior run.

The sidebutton works just like the action button in the arcades. Press it and Junior will jump. You can use this button to make Junior run and leap from left to right, or to make him jump in place when he's standing still.

On the jump board, a running leap and a quick hit on the button will make Junior fly through the air. Junior must be running when he tries to make the big leap, though. If he isn't, the jump won't go off, and you'll lose a life.

TACTICS

● The first screen starts in the jungle. Junior is waiting at the lower left, while Mario and his daddy are at the upper left. But Junior can't just go straight up to get his papa sprung. He must maneuver all the way to the other side of the screen, crossing a series of vines, islands and platforms, finally climbing up, and then running across the highest platform to reach the key.

This is not so easily done. You've got to watch out for blue and red snapjaws, which come at you from different directions. Red snapjaws can move up, down, left or right, and are already on the board when the game starts. Blue snapjaws are being released constantly by Mario. They can only travel in one direction—straight down the vines.

● The second screen is the chains screen. This is the one where Junior must push six keys into six different locks to get his daddy to safety. This isn't easy. Besides the snapjaws, Mario is now releasing the green Nitpicker birds. The nitpickers follow a strange flight pattern. They begin at the top, where Mario is cracking his whip. Then they fly across the chains to the right, down,

then across to the left, and then off the screen.

It's difficult for Junior to avoid the birds without getting snapped at by a snapjaw. The best tactic is to use caution, and not to move overanxiously.

Fruits are important! You can use them to shoo the birds and snappers away. But remember that there are only a certain number of fruits on any given screen. Don't use all of them up before you have gotten to all of the keys.

● The third screen looks a little bit like the first one, except for the jump board. In order to begin climbing, Junior has to spring off this board. This means a running start. If Junior is standing still when he hits the board, he has to take the long way up. This means moving from platform to chains, to island to chains, to platform and back to chains.

All this while watching out for the enemies. It's much better to remember to start fast, bouncing high off the board. Besides making Junior's rescue easier, this can earn extra points, because DONKEY KONG JR., like DONKEY KONG, uses a timed bonus system.

● From the jump board, Junior will reach either two long chains or an island. When you jump to one of the shorter chains, try to have your back to the longer chains. If you extend your arm to the chains without doing this, you will fall as soon as you let go.

● Climb the chains quickly, and move to the right by grabbing the upper chains. Watch out for Stookybirds! They'll come at you from an opening between the platforms above you. The birds will also try to hit you with eggs. The higher you get, the more birds and eggs come after you. Again, the fruits will help. But there are just not enough fruits to get rid of all your enemies on the way up. You have to use caution and skill to stay out of harm's way.

● You'll receive an extra Junior once you've scored 10,000 points. The best way to get to that score is to hit the enemies with the fruits. The first hit is worth 800 points. As in PAC-MAN, every hit that follows the first is worth more than the last one. A few well-placed banana tosses, and you'll be well on your way to topping all your friends.

—Brian Scott





Letters

BLIP TO MARVEL COMICS, 387 PARK AVE SO., NEW YORK, N.Y. 10016

SPIDER-MAN MOVIE?

I just finished reading your second issue, which said there's a possibility of Stan Lee making a Spider-Man movie. Can you tell me more about the movie? Is it really going to happen?

Terry Owen
Prairie Village, KS

The movie is still in the top-secret planning stages, and we don't know when you should expect to see it. But as soon as we hear anything, we'll let you know.

WANTS TOP SCORES

I love your magazine and was wondering if you could have a section that would give people's high scores on different video games. I was also wondering if you could feature a Blip Tips on TRON'S DEADLY DISCS for Intellivision.

John Leonhardt
Costa Mesa, CA

If you take a look at Front Runners in this issue, you'll see that your first request has already been granted. As for a Blip Tips on TRON'S DEADLY DISCS, we don't have one planned. Do any of you readers out there also want to see Mattel's movie tie-in game covered? Write and let us know.

THE MISSING HAWK

On MOUSETRAP for Atari, there is no hawk, like the one in the ColecoVision version of the game. Why? Is the hawk just for Coleco?

James Williams
Chicago, IL

We called Coleco and asked them why their Atari version of MOUSETRAP doesn't include the infamous hawk. The answer is that the Coleco system is more sophisticated than the 2600. Cartridges made for ColecoVision hold more memory than cartridges made for Atari. That's why Atari DONKEY KONG has only two boards. Atari VENTURE is easier, and the hawk in MOUSETRAP is absent.

WE LIKE YOU TOO

I think your magazine is great. I received your first issue and I really got into it. The price is great compared to other video game mags also.

Mike Loretto
Edison, NJ

I have collected the first three issues of BLIP and my favorite articles were "Spider-Man plays SPIDER-MAN," Blip Tips I and II, Video Hall of Fame, Blip Quiz and Video Word Search. I didn't like Video Jokes or Video Games of The Stars. But I like BLIP and think it's a great idea. Keep up the good work.

Andrew Vallila
Lyndhurst, NJ

CONSTRUCTIVE CRITICISM

I really like your magazine, but the April edition was not good at all. My friends and I didn't like Video Variations, Hall of Fame, Find the Fake, Blip Quiz and Blip Tips. Blip Tips was probably the worst because not many people own ColecoVision. Why would anybody want to know how to play ColecoVision VENTURE if they didn't have the console?

I don't want you to think I hate BLIP. I liked your first and second issues. I also would like some information on the Vectrex home video game.

Chris Cerino
North Royalton, OH

Well, Chris, we're sorry our third issue wasn't so popular with you and your pals. We try to print a variety of articles for all different kinds of video game fans, and we hope we can please most of them. The tips we printed on VENTURE are applicable to the arcade game as well as to the Coleco version. As for the Vectrex, look for a complete article on that system in the near future.



B Y B E Y O N D V I D E O G A M E S

by Howard Blumenthal

About twelve years ago, two engineers working in different parts of the country came upon a very similar idea. Nolan Bushnell, working outside of San Francisco, had an idea for a computerized space game that could be played on a special television screen. Ralph Baer, working in New Hampshire, had an idea for a new kind of toy that could be connected to any television set. The toy would play something called "video games."

When people first heard about these inventions, they were sure that Bushnell and Baer had lost their minds.

Play games on a television screen? What a ridiculous idea!

But when those people saw Bushnell's *SPACE RACE* and Baer's *ODYSSEY*, the laughter stopped. Some people realized then that the home computer age had begun.

Of the two products, Baer's *ODYSSEY* was initially the bigger success. Here was the very first home video game system. It had about twelve cartridges that offered games like *Hide-and-Seek* and *Tennis*. All the *ODYSSEY* games were very simple. A single white blip would move around your screen. You

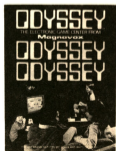
had to attach a plastic overlay to your television in order to create a play-field.

Bushnell's *SPACE RACE* never attracted much national attention. It was popular in San Francisco, but that wasn't enough. So Bushnell went back to the drawing board. He returned with a new game called *PONG*.

PONG was the game that really started it all. When compared with today's games like *TRON* or *ZAXXON*, the black-and-white *PONG* seems pretty simple. But it was hot stuff in 1972, when it first came out. People would sit for hours, usually in bars and airports, controlling that single white paddle to volley a little blip back and forth with an opponent. It wasn't sophisticated, but *PONG* was a big hit everywhere. It was also the start of an empire. *PONG* was the first product from a new company called Atari.

TAKING IT HOME

PONG was a big hit for about three years in the pinball arcades. Then in 1975, Atari came out with a small black box that could turn any television set into a *PONG* game.



People again thought Bushnell was crazy. Who would spend \$50 on such a toy? The skeptics thought the new company might be smart to stay in the arcades, and leave the living rooms to Monopoly.

The home versions of PONG were, of course, another Atari success. But Atari had plans beyond the simple game console. They wanted to make a machine that played more than one game. They thought a unit that accepted cartridges would be the next big thing. So, Atari announced that they were going to take the first step toward getting a computer into every home.

Once again, people laughed. The new game machine originally cost almost \$200! Nobody would pay that much for such a complicated toy. Stores won't even sell it, people predicted.

This time, it looked as though the skeptics were right. In 1977, over 100,000 Atari VCS systems were sitting, unsold, in warehouses. Store owners didn't want to sell such an expensive toy.

Would home video games ever catch on? Fairchild introduced a game called CHANNEL F, and it was a



The keyboard that never was: Mattel's original Intellivision system.

failure. OYDSSEY had been taken off the market. Coleco was marketing a machine called TELSTAR. It didn't do very well, either. Even Atari's original PONG was in a slump.

At Atari, executives were beginning to think they had made a mistake. Was the VCS a disaster?

PICKING AN APPLE

But off in another corridor of the Atari headquarters, two engineers were hard at work. One was a designer who had originally worked on the VCS. Another specialized in making pocket calculators. They were working on something that went far beyond the slumping VCS game machine. They dismantled a calculator and a VCS, added a few advanced circuits and a keyboard, and created the first home computer.

The two engineers—Steve Jobs and Steve Wozniak—left Atari to work on their project full time. They called it the Apple Computer. Like the VCS, it could be connected to any TV set.

And it could do a lot more than play games.

Meanwhile, Atari was having another go at it with the VCS. Retailers began discounting the unit. Atari was beginning to introduce new games that were adapted from popular arcade games. By the middle of 1979, stores just couldn't get hold of enough VCS machines. Everybody wanted to play games like SPACE INVADERS and BREAKOUT at home. Atari was again on top.

But the video games industry was changing. People wanted more. They wanted more games, they wanted more features. Most important, they wanted the chance to turn their video game machines into home computers.

The first company to really recognize this was Mattel. They introduced Intellivision, which featured better graphics and sounds than the Atari games. They also promised that one day, Intellivision owners would be able to turn their game machines into computers by adding a keyboard.

People who bought the original Intellivision Master





Struggling with a PONG overlay was just one thing that made the first video game system more than a little different.

Component waited for that keyboard. And waited. And waited. Going from games to computing wasn't going to be as simple as people expected.

A CROWDED FIELD

The idea of a combination video game/computer system was on the minds of many manufacturers by this time. Magnavox reintroduced the Odyssey system with a keyboard. The keyboard looked like a computer, but it couldn't make the system perform like one.

A small company called APF did make a combination game/keyboard computer unit. It was very similar to Mattel's design. But the games available for the "Imagination Machine" were never very good, and the system was a failure.

Atari was the first company to really make the video-game/computer connection. They introduced the now-famous 400/800 series, which cost a lot less than the Apple. These computers all had full-color graphics, quality sound effects, and, maybe most important,

arcade-like cartridge games.

STAR RAIDERS, introduced in 1980, was the first game created for the Atari computers. It was soon followed by MISSILE COMMAND, PAC-MAN, DEFENDER and SPACE INVADERS. All these games were available for Atari's VCS and its computers.

These days, Atari's engineers design a game for the arcades first. But if a game is a success, they redesign it for all the Atari systems currently available. A game like CENTIPEDE is now produced for all Atari players, whether they have their fun in the arcades, with a VCS or Atari 5200, or by using one of the 400/800/1200 series computers.

If you get the chance, compare the different versions of CENTIPEDE. You'll find that the game is the same, but the differences in the action within each version are varied. These variations tell us what the future of video games is all about. Atari is well aware of that future, as are hundreds of other companies. But you'll have to wait until next month's column to find out exactly what that future holds.

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It's been a while since we gave you a BLIP Wordhunt puzzle. We figured it was time for another one. But this time, we aren't going to give you a list of the names hidden in the puzzle.

Instead, we've given you a clue for each one. First read the clues and see if you can figure out which arcade game each one refers to. Then find the names of the 15 games hidden in the puzzle. The names read from the left or right, from the top or bottom, or on a diagonal in any direction.

If you need help getting started, take a look at clue number 3. That should be the easiest one to find in the puzzle.

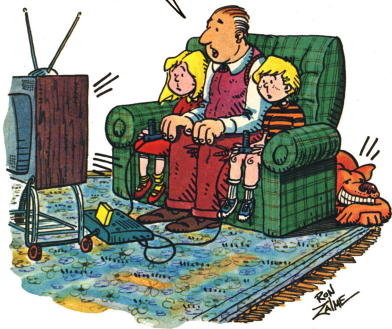
A	I	F	O	C	E	N	T	I	P	E	D	E
O	Q	D	G	B	W	M	U	H	Z	V	O	P
R	Z	*	G	S	N	A	O	J	H	E	N	E
L	S	U	B	J	B	E	R	Z	E	R	K	O
A	T	I	H	E	N	B	J	M	Q	Y	E	O
V	A	H	Z	I	R	N	I	J	F	P	Y	R
I	R	E	X	G	C	T	X	D	K	Q	K	A
N	T	M	Y	T	R	W	A	C	X	R	O	G
R	R	F	T	E	R	U	T	N	E	V	N	N
A	E	K	G	C	P	D	I	G	D	U	G	A
C	K	R	E	L	G	O	R	F	L	D	V	K
B	U	Y	G	S	Q	I	P	A	C	M	A	N
B	M	E	G	N	I	K	E	L	G	N	U	J

1. GORILLA MY DREAMS
2. BROILING BEATS FRYING
3. (ALMOST) ALWAYS FOLLOWED BY A "U"
4. YELLOW, YES, BUT NO COWARD
5. I YAM WHAT I YAM!
6. HALL MONSTERS OF FAME
7. BEAM ME UP, SCOTTY!
8. WHAT HAS 22 LEGS. . . ?

9. KERMIT'S COUSIN?
10. ME, TARZAN. . . .
11. WE'RE TUNNELIN' OUTA THIS JOINT!
12. A POUCHFUL OF QUARTERS WOULD HELP.
13. DOES THIS BIRD FLY IN ARIZONA?
14. DRIVES YOU CRAZY, NUTS, CUCKOO. . . .
15. FERRIS WHEEL, COTTON CANDY, GAMES OF SKILL

Turn to page 32 for the names of the 15 games and the completed puzzle.

I DON'T
GET IT. **I** NEVER
SCORED THAT HIGH, AND
YOU GUYS NEVER SCORED
THAT HIGH, SO...
WHO DID?!



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FRONT RUNNERS

Up-to-the-Minute News on Video Games

ON THE SHELVES RIGHT NOW: Believe it or not, the Atari 5200 is finally coming into its own. After months and months of waiting and waiting, game players were getting a little upset at the lack of software for this advanced system. But now, Atari has released a whole series of arcade adaptations, most of which should be in the stores very soon. Look for DIG DUG, ROBOTRON, PENGU, JOUST and POLE POSITION. Coming soon: TEMPEST!

BEST SELLERS BEST SELLERS

Arcade games

1. POLE POSITION (Atari)
2. TIME PILOT (Centuri)
3. POPEYE (Nintendo)
4. FRONT LINE (Taito)
5. JOUST (Williams)
6. Q*BERT (Gottlieb)
7. SUPER ZAXXON (Sega)
8. BABY PAC-MAN (Bally)
9. MILLIPEDE (Atari)
10. JUNGLE HUNT (Taito)

Home games

1. MS. PAC-MAN (Atari)
2. RIVER RAID (Activision)
3. PITFALL (Activision)
4. FROGGER (Parker Brothers)
5. CENTIPEDE (Atari)
6. VANGUARD (Atari)
7. PHOENIX (Atari)
8. PAC-MAN (Atari)
9. DONKEY KONG (Coleco)
10. DRAGON FIRE (Imagic)

UP-AND-COMERS

Home systems: Imagic is releasing more and more titles (including new versions of some of their older games for Intellivision and Odyssey²) in their bid to overtake Activision as video gaming's number one independent software supplier. We're not sure that every game they come up with will be a hit, but we do know that Imagic's SAFECRACKER has everything that makes a game good. It features fast-paced action, an interesting scenario, and vivid graphics. So far, SAFECRACKER is available only for the VCS system. But if it turns out to be a big hit, an Intellivision version of the game may appear by Christmas.

Arcades: The newest trend in the arcades is interchangeable games. Many arcade operators complained that with home cartridges so popular, it just didn't pay to buy an unproven game for \$2000 or more. So Data East came up with a solution: an arcade unit with moveable controls and graphics, along with an interchangeable cartridge system. The first cartridge game from Data East was BURGER TIME. Their second is BUMP & JUMP, a game that combines the best qualities of the "cute" games with the action of a driving game. Look for it!

FRONT RUNNERS

OLD ARCADE HITS DON'T DIE, THEY JUST GET PLAYED OUT! HERE IS OUR VIEW OF WHICH GAMES ARE HOT, AND WHICH ONES ARE COOLING DOWN MORE THAN A BIT. *Blazing* is Sega's space adventure game, BUCK ROGERS PLANET OF ZOOM. But over on the other side of the arcade, it's getting a little *chilly* around Taito's QIX.

CAN YOU TOP THIS?

Here are the high scores for the most popular games, courtesy of the TWIN GALAXIES INTERNATIONAL ARCADE SCOREBOARD.

POLE POSITION

65,460 Mike Klug
San Jose, CA

TIME PILOT

1,892,000 John Roberts
Plattsburgh, NY

POPEYE

317,850 Steve Harris
Kansas City, MO

FRONT LINE

166,000 Bob Dziura
Manchester, NH

JOUST

33,167,250 Bob Weiss
San Jose, CA

Just in case you wanted to know, Bob Weiss attained his record score on the new, more difficult version of JOUST—and it took him 22 hours!

BILLBOARD'S BEST

Billboard Magazine is the trade paper of the music business. These days, they list best-selling video game cartridges, along with top record albums and singles.

Billboard recently handed out some awards for top performers in the home game business. If you're a regular reader of BLIP, you've seen at least one article about each of the winners listed here.

Video Game Designer of the Year:
Rob Fulop, for DEMON ATTACK. (See BLIP No. 2)

Video Game Marketing Award: Activision, for PITFALL. (See BLIP No. 1)

Video Game Superstar: Arnold C. Greenberg, President of Coleco. (See BLIP No. 4)

Video Game of the Year: DONKEY KONG. (See BLIP No. 2)



BLIP TIPS II

MS. PAC-MAN

A sequel, says the dictionary, is something that follows as a result of some earlier happening. Video game sequels include *SPACE INVADERS DELUXE*; *FRENZY*, which came from *BERZERK*; and *STARGATE*, a child of *DEFENDER*. There are quite a few others.

Book and movie sequels have a reputation for not being very successful. Video game sequels did nothing to change that image—until *MS. PAC-MAN*. While the game may never equal the enormous popularity of just plain *PAC-MAN*, *MS. PAC-MAN* is loads of fun, and kids line up to play it. It may change people's thinking about sequels.

Ms. Pac-Man herself has bright red lips, a little ribbon in her hair, and fluttering eyelids. When a monster catches her, she faints instead of deflating.

As for the game, the biggest difference between it and the original is that there are four different mazes to master. *PAC-MAN*, of course, has only one. This feature helps to make *MS. PAC-MAN* a truly challenging game, one in which you're constantly being tested.

It's possible to score well over 100,000 points in *MS. PAC-MAN*. (At this writing, the record is 286,410, held by Mike Lepkosky of Houston, Texas.) But scores in the one million range, which are racked up in *PAC-MAN* every once in a while, seem out of the question.

HOW THE GAME IS PLAYED

As in *PAC-MAN*, you try to eat dots in a maze, avoiding the monsters that are pursuing you. You also gobble up the monsters whenever it becomes possible (after you've eaten an energizer and the monsters have turned blue). And you gulp the various fruit symbols that appear.

Point values for eating the various objects are as follows:

DOT.....	10 points
ENERGIZER.....	50 points
FIRST BLUE MONSTER.....	200 points
SECOND BLUE MONSTER.....	400 points
THIRD BLUE MONSTER.....	800 points
FOURTH BLUE MONSTER.....	1,600 points

For eating the fruits and other symbols that identify the various boards, the bonus point values are:

Board No.	Symbol	Points
1	Cherries	100
2	Strawberry	200
3	Orange	500
4	Pretzel	700
5	Apple	1,000
6	Pear	2,000
7	Banana	5,000
8	(Random)	100 to 5,000
9	(Random)	100 to 5,000
10	(Random)	100 to 5,000



TACTICS

1

At the beginning of each board, concentrate on devouring dots. Save the energizers until most of the dots are gone. Try to wait until at least three monsters are nearby before eating an energizer. This increases your chances of eating the monsters after they've turned blue.

2

The monsters move differently in each of the four different mazes. The monsters are also unpredictable in the way they move. This means that pattern play is not nearly as important as it is in PAC-MAN.

The first two boards are identical pink mazes. The next maze is dark blue. It must be completed four times. The fourth maze is a light shade of blue.

3

Tunnel play is much more important in MS. PAC-MAN than in PAC-MAN. You should memorize where the tunnels are located and which ones are common to each maze. The orange maze has two, and the other mazes have four each.

4

Each maze has certain danger areas (see diagrams). Enter these areas only when the monsters are a good distance away. Otherwise, you can be easily trapped.

5

In boards one through seven, a fruit symbol appears at the bottom of the screen. Check the chart to find out which symbols appear on a given board.

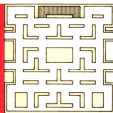
The symbols also appear twice during each board and dance about the screen. If your ambition is to build a high score, rather than just to survive, you should devour the fruit at every opportunity, grabbing it on the run. But beware. Often when you go after a piece of fruit, the monsters will change direction and head for it, too.

6

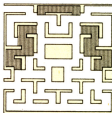
After board number seven, symbolized by a banana, no new fruit symbols appear at the bottom of the board. Instead, pieces of fruit appear at random and travel through the maze. An orange (500 points) could show up, or perhaps an apple (1,000 points). But you never know exactly which fruit is going to materialize.

—George Sullivan

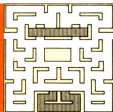
Pink Board



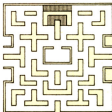
Blue Board

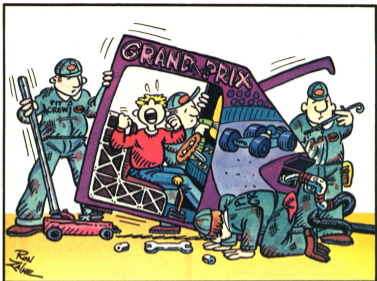


Orange Board



Dark Blue Board

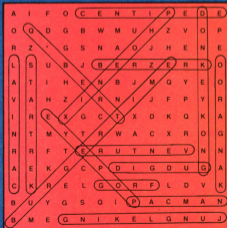




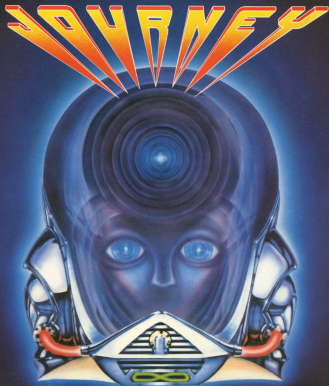
"WHAD'YA MEAN 'PIT STOP'?!"

ANSWERS TO WORD SEARCH

1. DONKEY KONG
2. BURGER TIME
3. Q*BERT
4. PAC-MAN
5. POPEYE
6. VENTURE
7. STAR TREK
8. CENTIPEDE
9. GORF
10. JUNGLE KING
11. DIG DUG
12. KANGAROO
13. PHOENIX
14. BERZERK
15. CARNIVAL



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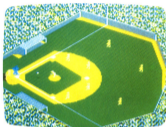
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